

Filter

A comprehensive filter component that provides both single and multi-selection modes, grouped filter options, and flexible positioning. Built with accessibility in mind and designed for complex data filtering scenarios in data tables, search interfaces, and content management systems.

How to use

Note : The Filter component is standalone and includes all necessary dependencies for checkbox, icon, and common modules.

Basic Usage

Simple filter implementation with multi-selection support and grouped options.

```
import { AavaFilterComponent } from "@aava/play-core";
```

Multi-Selection Mode

Advanced multi-selection capabilities with grouped filters and clear all functionality.

```
<aava-filter
  size="md"
  title="Filter Products"
  [filterGroups]="filterGroups"
  [showBadge]="true"
  (filterChange)="onFilterChange($event)"
  (clearAll)="onClearAllFilters()"
></aava-filter>

<div class="product-card" *ngFor="let product of filteredProducts">
  <h4>{{ product.name }}</h4>
  <p>Category: {{ product.category }}</p>
  <p class="price">${{ product.price }}</p>
</div>
```

Multi-Selection Features

- Grouped Filters : Organize filters into logical groups with titles
- Multi-Select Groups : Support for both single and multi-selection within groups
- Clear All : Bulk clear functionality for all selected filters

- Active Count Badge : Visual indicator of active filter count
- Apply Button : Optional apply button for controlled filter application

Single-Selection Mode

Streamlined single-selection interface optimized for quick filtering decisions.

```

filterGroups = [
  {
    id: 'category',
    title: 'Category',
    options: [
      { id: 'electronics', label: 'Electronics', value: 'electronics' },
      { id: 'clothing', label: 'Clothing', value: 'clothing' },
      { id: 'books', label: 'Books', value: 'books' },
      { id: 'home', label: 'Home & Garden', value: 'home' },
    ],
  },
  {
    id: 'price',
    title: 'Price Range',
    options: [
      { id: 'under-50', label: 'Under $50', value: { min: 0, max: 50 } },
      { id: '50-100', label: '$50 - $100', value: { min: 50, max: 100 } },
      {
        id: '100-200',
        label: '$100 - $200',
        value: { min: 100, max: 200 },
      },
    ],
  },
],
];

products = [
  { id: 1, name: 'Laptop', category: 'electronics', price: 999 },
  { id: 2, name: 'Smartphone', category: 'electronics', price: 699 },
  { id: 3, name: 'T-Shirt', category: 'clothing', price: 25 },
  { id: 4, name: 'Jeans', category: 'clothing', price: 45 },
  { id: 5, name: 'Novel', category: 'books', price: 15 },
  { id: 6, name: 'Cookbook', category: 'books', price: 35 },
  { id: 7, name: 'Coffee Table', category: 'home', price: 299 },
  { id: 8, name: 'Garden Chair', category: 'home', price: 89 },
];

filteredProducts = [...this.products];
activeFilters: Record<string, FilterOption[]> = {};

onFilterChange(filters: Record<string, FilterOption[]>): void {
  console.log('Filter changed:', filters);
  this.activeFilters = filters;
  this.applyFilters();
}

onClearAllFilters(): void {
  console.log('All filters cleared');
  this.activeFilters = {};
  this.filteredProducts = [...this.products];
}

private applyFilters(): void {

```

```

this.filteredProducts = this.products.filter((product) => {
  // Category filter
  if (
    this.activeFilters['category'] &&
    this.activeFilters['category'].length > 0
  ) {
    const categoryMatch = this.activeFilters['category'].some(
      (f: FilterOption) => f.value === product.category
    );
    if (!categoryMatch) return false;
  }

  // Price filter
  if (
    this.activeFilters['price'] &&
    this.activeFilters['price'].length > 0
  ) {
    const priceMatch = this.activeFilters['price'].some(
      (f: FilterOption) => {
        const priceRange = f.value as PriceRange;
        return (
          product.price >= priceRange.min && product.price <= priceRange.max
        );
      }
    );
    if (!priceMatch) return false;
  }

  return true;
});

getActiveFiltersCount(): number {
  let count = 0;
  Object.values(this.activeFilters).forEach((group) => {
    if (Array.isArray(group)) {
      count += group.length;
    }
  });
  return count;
}

getSelectedCategories(): string {
  const categories = this.activeFilters['category'];
  if (!categories || categories.length === 0) return 'None';
  return categories.map((c: FilterOption) => c.label).join(', ');
}

getSelectedPriceRanges(): string {
  const prices = this.activeFilters['price'];
  if (!prices || prices.length === 0) return 'None';
  return prices.map((p: FilterOption) => p.label).join(', ');
}

```

Single-Selection Features

- Radio-like Behavior : Only one option can be selected per group
- Auto-close : Panel automatically closes after selection
- Visual Feedback : Clear selection indicators with check icons
- Simplified Interface : No checkboxes, clean click-to-select interaction

Configuration

Flexible configuration and sizing options for different layout requirements.

```
<aava-filter
  size="md"
  title="Filter Users"
  [filterGroups]="filterGroups"
  [showBadge]="true"
  [showApplyButton]="true"
  (filterChange)="onFilterChange($event)"
  (clearAll)="onClearAllFilters()"
  (apply)="onApplyFilters($event)"
</aava-filter>

<table>
  <thead>
    <tr>
      <th>Name</th>
      <th>Status</th>
      <th>Role</th>
      <th>Department</th>
      <th>Experience</th>
    </tr>
  </thead>
  <tbody>
    <tr *ngFor="let user of filteredUsers">
      <td>{{ user.name }}</td>
      <td>
        <span class="status-badge" [ngClass]='status-' + user.status">
          {{ user.status }}
        </span>
      </td>
      <td>{{ user.role }}</td>
      <td>{{ user.department }}</td>
      <td>{{ user.experience }}</td>
    </tr>
  </tbody>
</table>
```

Features

Selection Modes

- Multi-Selection : Default mode with checkbox-based selection
- Single-Selection : Radio-like behavior with auto-close
- Group-Level Control : Individual groups can override selection behavior
- Mixed Modes : Support for different selection types per group

User Experience

- Visual Feedback : Active state indicators and selection badges
- Keyboard Navigation : Full keyboard support for accessibility
- Responsive Design : Adapts to different screen sizes
- Smooth Animations : CSS transitions for panel open/close
- State Persistence : Maintains selection state during interactions

Filter Management

- Grouped Organization : Logical grouping of related filter options
- Clear All : Bulk clear functionality for all filters
- Apply Control : Optional apply button for controlled submission
- Active Count : Real-time display of active filter count
- Position Flexibility : Left or right-aligned panels

API Reference

Inputs

Property	Type	Default	Description
size	FilterSize	'md'	Size variant (sm, md, lg, xlg)
title	string	'Filter'	Title displayed on the filter button
filterGroups	FilterGroup[]	[]	Array of filter groups with options
showClearAll	boolean	true	Whether to show clear all button

Property	Type	Default	Description
showApplyButton	boolean	false	Whether to show apply button
isOpen	boolean	false	Whether the filter panel is open
position	'left' 'right'	'left'	Position of the filter panel
maxHeight	string	'400px'	Maximum height of the filter panel
width	string	'auto'	Width of the filter panel
disabled	boolean	false	Whether the filter is disabled
class	string	"	Additional CSS classes
singleSelection	boolean	false	Enable single-selection mode
showBadge	boolean	true	Whether to show active filter count badge

Outputs

Event	Type	Description
filterChange	EventEmitter<{ [groupId: string]: FilterOption[] }>	Emitted when filters change (multi-select)
clearAll	EventEmitter<void>	Emitted when clear all is clicked
apply	EventEmitter<{ [groupId: string]: FilterOption[] }>	Emitted when apply button is clicked

Event	Type	Description
toggleFilter	EventEmitter<boolean>	Emitted when filter panel is toggled
singleSelectionChange	EventEmitter<{ [groupId: string]: FilterOption null }>	Emitted when selection changes (single-select)

Methods

Method	Parameters	Return	Description
toggleFilterPanel()	None	void	Toggle the filter panel open/close
onOptionChange()	groupId: string, option: FilterOption, isChecked: boolean	void	Handle option selection change
onSingleOptionClick()	groupId: string, option: FilterOption	void	Handle single-selection option click
clearAllFilters()	None	void	Clear all selected filters
applyFilters()	None	void	Apply current filter selection
getActiveFiltersCount()	None	number	Get count of active filters
getSizeClasses()	None	string	Get CSS classes for current size
getCheckboxSize()	None	'sm' 'md' 'lg'	Get appropriate checkbox size for current size
getIconSize()	None	number	Get appropriate icon size for current size

Method	Parameters	Return	Description
isOptionSelected()	groupId: string, option: FilterOption	boolean	Check if option is selected

Properties

Property	Type	Description
selectedFilters	{ [groupId: string]: FilterOption[] }	Current multi-selection state (private)
singleSelectedFilters	{ [groupId: string]: FilterOption null }	Current single-selection state (private)

Interfaces

FilterOption

FilterGroup

FilterSize

Design Tokens & Theming

AAVA Play Filter uses semantic design tokens for all surfaces, spacing, radius, and motion. The component exposes scoped override tokens for fine-tuning appearance while maintaining design system consistency.

Available Design Tokens for Filter

Trigger Button Tokens

Token	Purpose	Default Value
--filter-background-primary	Primary background color	Theme-based
--filter-background-hover	Hover background color	Theme-based
--filter-border	Border style	Theme-based

Token	Purpose	Default Value
--filter-border-hover	Hover border color	Theme-based
--filter-border-focus	Focus border color	Theme-based
--filter-border-radius	Border radius	Theme-based
--filter-text-color	Text color	Theme-based
--filter-text-active	Active text color	Theme-based
--filter-disabled-opacity	Disabled state opacity	Theme-based

Badge Tokens

Token	Purpose	Default Value
--filter-badge-background	Badge background color	Theme-based
--filter-badge-text	Badge text color	Theme-based
--filter-badge-border-radius	Badge border radius	Theme-based

Panel Tokens

Token	Purpose	Default Value
--filter-panel-background	Panel background color	Theme-based
--filter-panel-border	Panel border style	Theme-based
--filter-panel-shadow	Panel shadow	Theme-based
--filter-header-background	Header background color	Theme-based
--filter-header-border	Header border style	Theme-based
--filter-header-padding	Header padding	Theme-based

Token Override Example

Best Practices

Design Guidelines

- Logical Grouping : Organize filters into meaningful, related groups
- Clear Labels : Use descriptive, concise labels for filter options
- Consistent Sizing : Choose appropriate size variants for your interface context
- Positioning : Consider layout constraints when choosing left/right positioning
- Badge Usage : Show active filter count for better user awareness

Accessibility

- Keyboard Navigation : Ensure full keyboard support for all interactions
- Screen Reader Support : Provide clear labels and state announcements
- Focus Management : Proper focus handling when panel opens/closes
- Color Contrast : Maintain sufficient contrast for all text and interactive elements
- ARIA Labels : Use appropriate ARIA attributes for filter groups and options

Performance

- OnPush Strategy : Component uses OnPush change detection for optimal performance
- Efficient Rendering : Minimal re-renders during filter state changes
- Memory Management : Proper cleanup of event listeners and references
- Large Datasets : Consider pagination or virtualization for very large filter groups

User Experience

- Selection Modes : Choose between single and multi-selection based on use case
- Auto-close : Use auto-close for single-selection to streamline workflow
- Apply Button : Show apply button when immediate application isn't desired
- Clear All : Always provide clear all functionality for better usability
- Visual Feedback : Clear indication of active filters and selection states

Integration

- State Management : Integrate with your application's state management system
- Event Handling : Use the comprehensive event system for all filter interactions
- Form Integration : Coordinate with form validation and submission logic
- Data Binding : Properly bind filter data to your data source
- Responsive Design : Ensure filter works well on mobile and desktop devices

Responsive Behavior

Mobile Adaptations

The filter component automatically adapts to mobile screens:

- Touch Optimization : Optimized touch targets for mobile interaction
- Responsive Sizing : Appropriate sizing for mobile viewports
- Mobile Positioning : Smart positioning to avoid viewport edges
- Touch Gestures : Support for touch-based interactions

Breakpoint Behavior

- Desktop ($>768\text{px}$) : Full filter interface with all features
- Mobile ($\leq 768\text{px}$) : Compact layout with optimized spacing
- Panel Sizing : Responsive panel width and height
- Icon Sizing : Appropriate icon sizes for different screens

Content Considerations

- Group Layout : Filter groups adapt to different screen widths
- Option Display : Options maintain readability on small screens
- Button Sizing : Adequate touch target sizes for mobile
- Text Scaling : Appropriate text sizes for different screen sizes